



```
if ( a == 1 )  
  L b = 2;
```

Fig. 12

rule representation mapping	representation of an if_statement
<pre> graph TD A["if "(" boolean_expression ")"] --- B[embedded_statement] A --- C["else"] C --- D[embedded_statement] </pre>	<pre> graph TD A["if (a==1)"] --- B["b=2 ;"] A --- C["else"] C --- D["c=3 ;"] </pre>
<pre> graph TD A["if "(" boolean_expression ")"] --- B[embedded_statement] A --- C["else"] C --- D[embedded_statement] </pre>	<pre> graph TD A["if (a==1)"] --- B["b=2 ;"] A --- C["else"] C --- D["c=3 ;"] </pre>

Fig. 14

The image shows a screenshot of a data table with three records. Each record is preceded by a small icon of a document with a checkmark. The table is enclosed in a rectangular border with a small upward-pointing triangle at the top right and a downward-pointing triangle at the bottom right.

record	4/19/2003	11:20:35	Robert	Payment Received	Uncleared
record	4/16/2003	6:38:28	Mark	Payment Received	Completed
record	4/14/2003	19:54:34	Igor	Payment Received	

Fig. 2

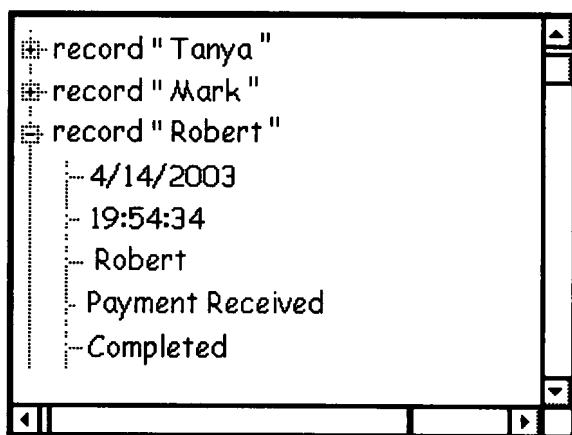


Fig. 3

```
using System ;
namespace IVDEV . Trees
{
  /// <summary>
  /// Summary description for MyControl
  /// </summary>
  public class MyControl : System . Windows . Forms . UserControl
  {
    private void MyTabPage_Enter(object sender, System.EventArgs e)
    {
      rb = new RepresentationBuilder();
      rb.code = textBox1.Text ;
      rb.path_to_grammar = "C:\\grammars";
      rb.BuildGrammarTree();
      if ( a==1 )
      {
        b = rb.c ;
        while ( a==b){ a+= rb.p ;}
      }
      //the rest of the code is omitted for clarity...
    }
  }
}
```

Fig. 4

```
using System ;
namespace IVDEV . Trees
{
    /// <summary>
    /// Summary description for MyControl
    /// </summary>
    public class MyControl : System . Windows . Forms . UserControl
    {
        private void MyTabPage_Enter(object sender, System.EventArgs e)
        {
            rb = new RepresentationBuilder() ;
            rb.code = textBox1.Text ;
            rb.path_to_grammar = "C:\\grammars" ;
            rb.BuildGrammarTree() ;
            if (a==1)
            {
                b= rb.c ;
                while ( a==b)
                {
                    a+= rb.p ;
                }
            }
            //the rest of the code is omitted for clarity...
        }
    }
}
```

Fig. 5

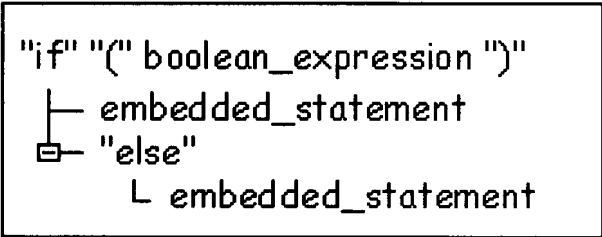


Fig. 8

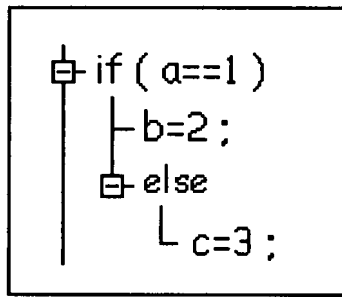


Fig. 9